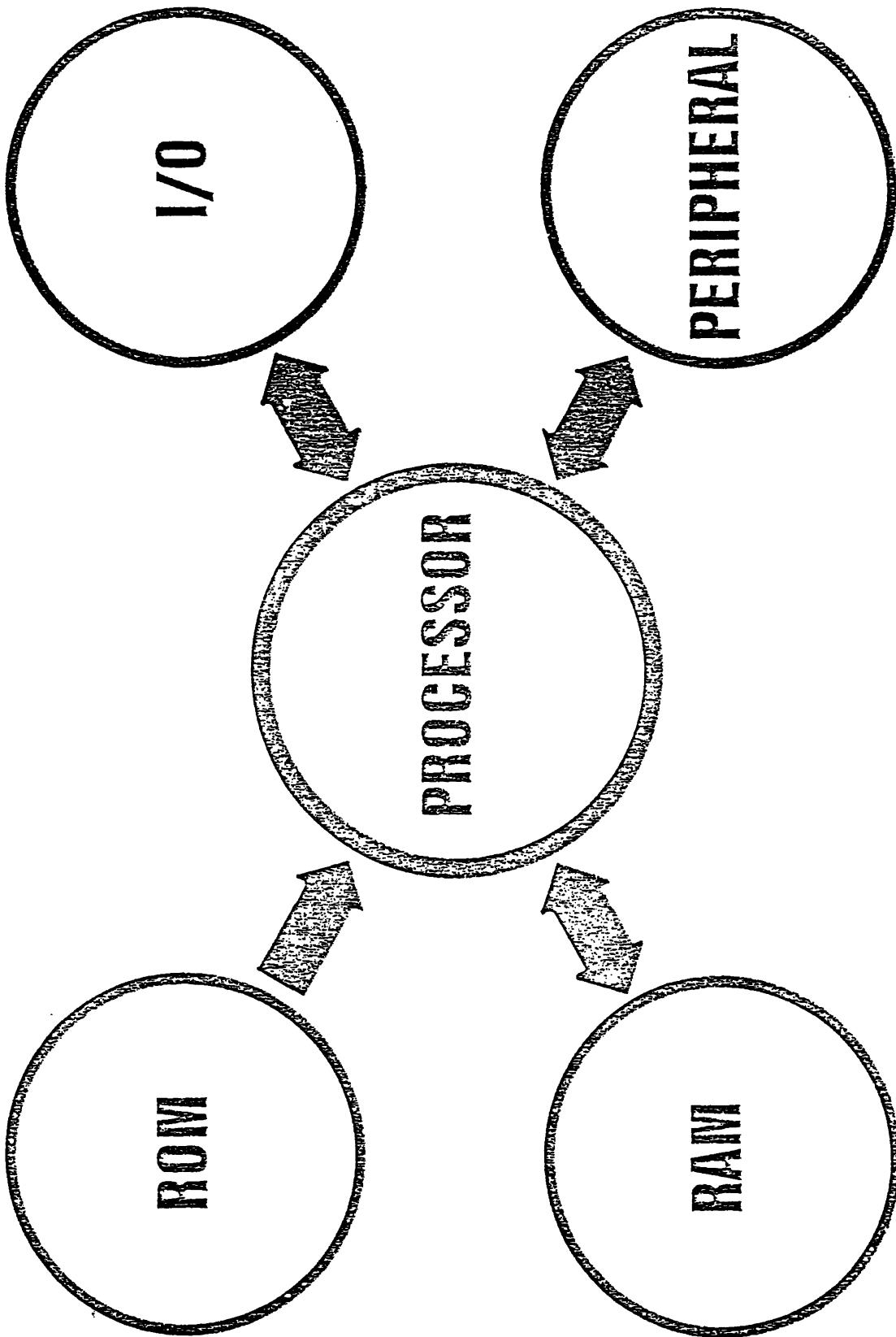


**commodore**  
**semiconductor group**

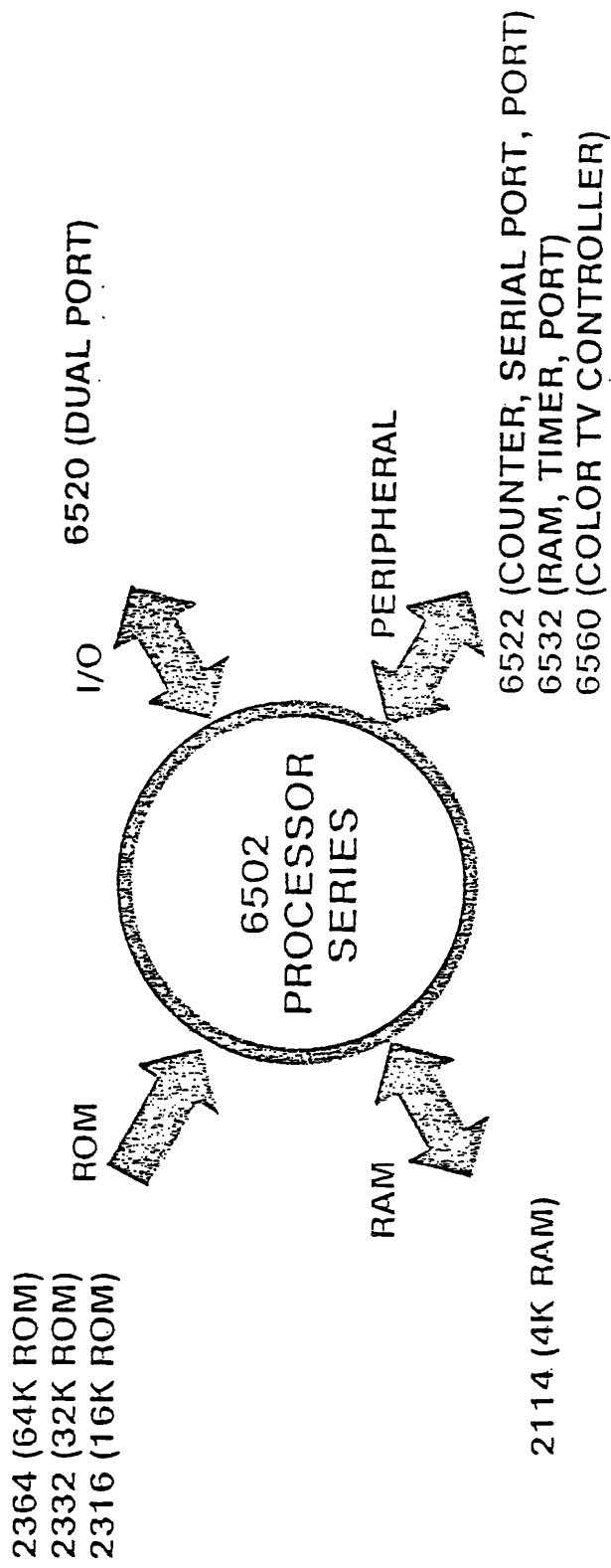
# COMMODORE SEMICONDUCTOR GROUP

MOS  
TECHNOLOGY FRONTIER  
OPTO  
(N-CHANNEL) (CMOS) (LCD)

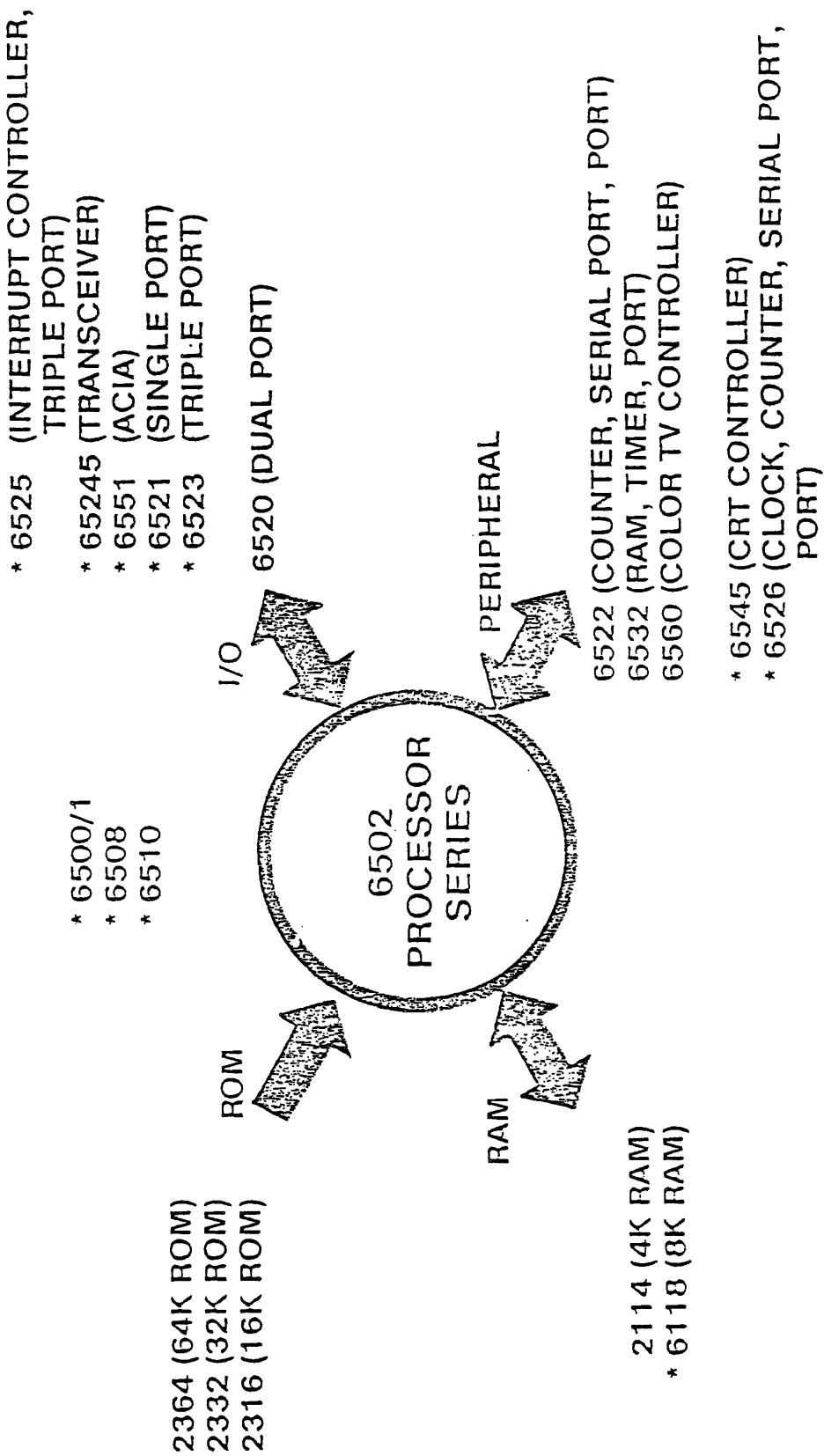
# SYSTEM ARCHITECTURE



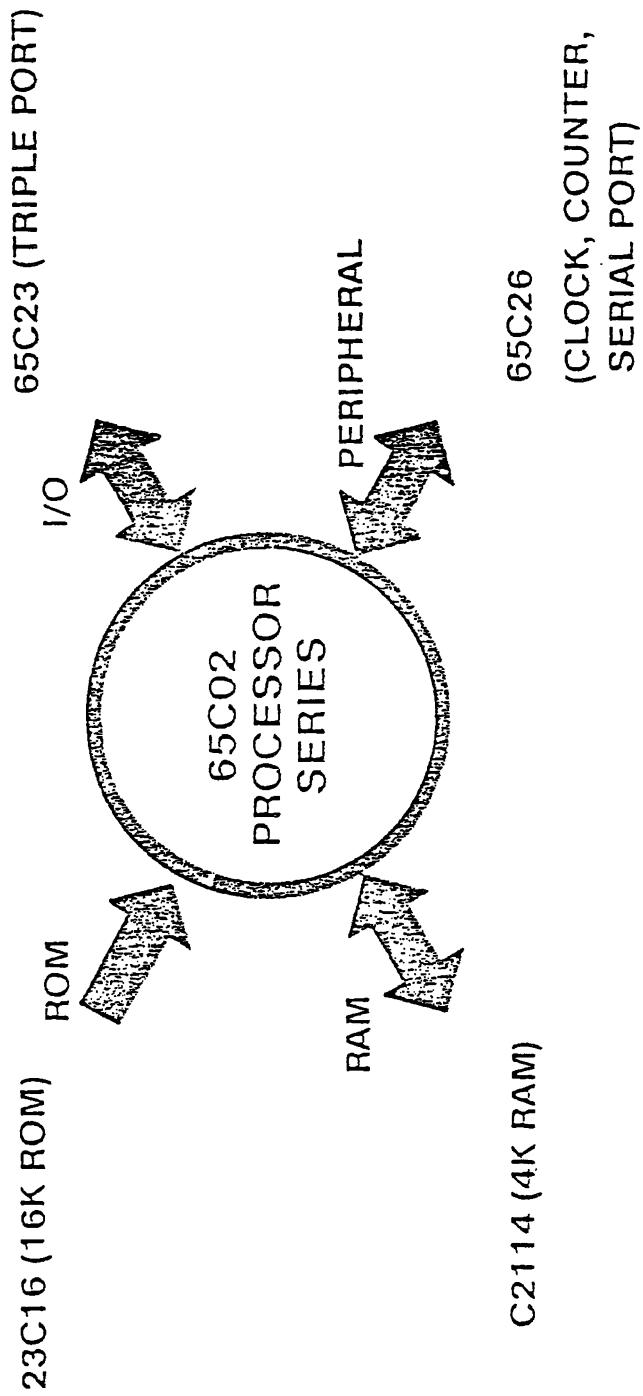
# ORIGINAL 6500 N-CHANNEL FAMILY



\* EXTENDED  
**6500 N-CHANNEL FAMILY**  
NOW BEING SAMPLED



# INITIAL CMOS 6500 FAMILY (INTRODUCTION IN 1981)



# PROGRAMS IN DEVELOPMENT 1982

## 1. EXTENDED CMOS FAMILY

- 23C32 32K ROM
- 65C25 (TRIPLE PORT)
- REAL TIME CLOCK

## 2. ENHANCED VIDEO

## 3. SOUND CHIPS

## 4. EPROM SERIES

- ROM
- PROCESSOR COMBINATION
- PERIPHERAL COMBINATION

## 5. HIGH SPEED 6500 SERIES

## 6. 16-BIT MICROPROCESSOR

# COMMODORE ADVANCED MICROPROCESSOR

THE COMMODORE/MOS TECHNOLOGY 16 BIT MICROPROCESSOR IS A NEW GENERATION PROCESSOR. IT UTILIZES THE MOST RECENT ARCHITECTURAL TECHNIQUES OF ADVANCED MAINFRAME COMPUTERS. THIS ALLOWS THE PROGRAMMER TO WORK AT MACHINE LEVEL WITH A HIGH LEVEL LANGUAGE AND AVOIDS THE TYPICAL ASSEMBLY LANGUAGE PROGRAMMING THAT IS CUMBERSOME, TIME CONSUMING AND COMPLEX.

FEATURES THAT ARE INCLUDED ARE:

- REFRESH CONTROL FOR DYNAMIC RAMS
- DESCRIPTIVE DATA TYPES
- 24 BIT ADDRESS SPACE
- I/O CONTROL
- MEMORY MANAGEMENT
- SUPPORT FOR ERROR CORRECTION

# ADVANCED PROCESSOR DESIGN GOALS

1. POWERFUL PROCESSOR THAT OFFERS TO 16 BIT MARKETPLACE WHAT THE 6502 GAVE TO 8 BIT
2. CONSUMER ORIENTED, LOW COST
3. TRUE 16 BIT, NOT PSEUDO 16 BIT
4. LARGE MEMORY SPACE
5. ORIENTED TOWARD HIGH LEVEL LANGUAGES
6. DESIGNED FOR MULTI-USER AND NETWORKING
7. FULL SUPPORT
  - operating system
  - high level languages
  - development systems

# WHY DO WE PUSH TO ADVANCE TECHNOLOGY?

## 1. COST REDUCTION

THE SAME DEVICE MADE SMALLER  
IS CHEAPER TO PRODUCE

## 2. LARGER SCALE OF INTEGRATION

MUCH MORE COMPLICATED SYSTEMS  
CAN BE CONSTRUCTED ON A SILICON  
CHIP THAN WAS PREVIOUSLY POSSIBLE

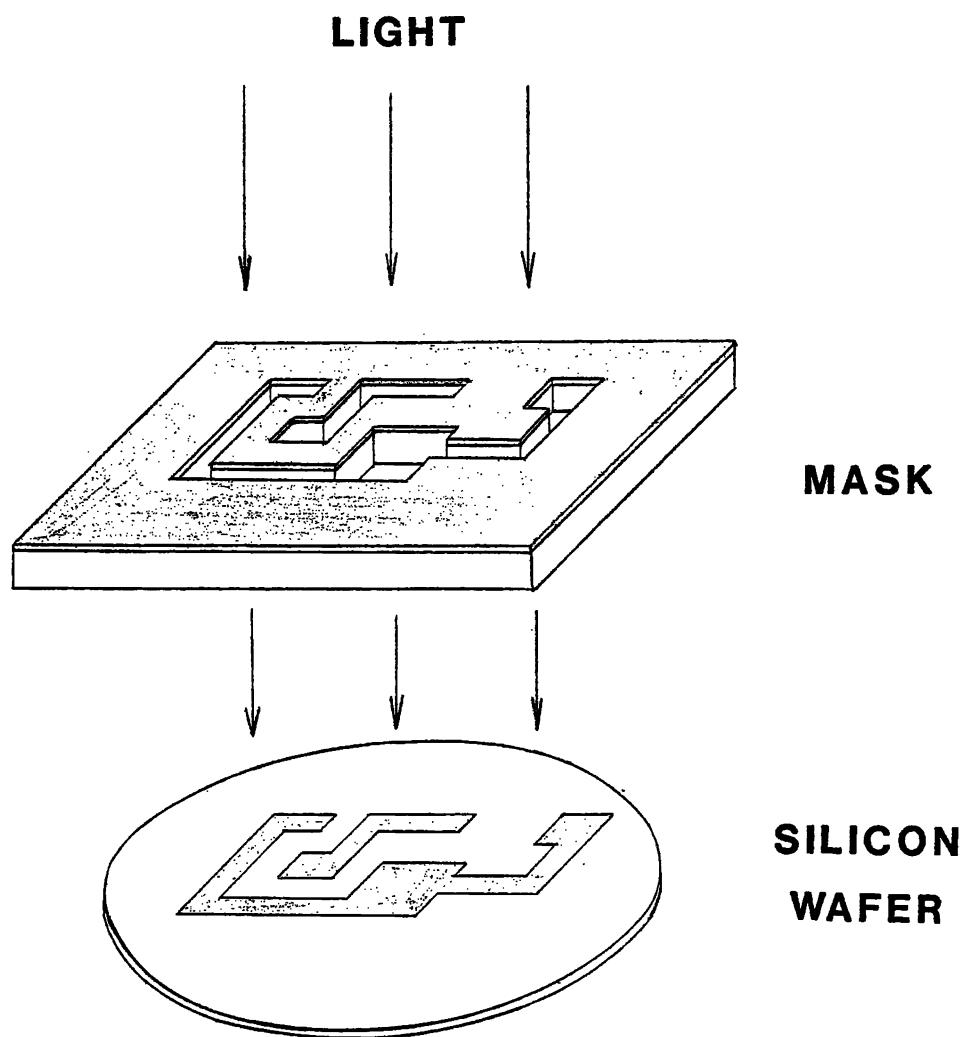
## 3. IMPROVED PERFORMANCE

# **CREATION OF AN LSI CIRCUIT**

- 1. CONCEPT** **DESIGN**
- 2. ARCHITECTURE**
- 3. CIRCUIT DESIGN**
- 4. LAYOUT**
- 5. COMPUTER SIMULATION**
  
- 6. DIGITIZING** **CAD**
- 7. EDITING**
- 8. PATTERN GENERATION**
  
- 9. RETICAL GENERATION** **MASK SHOP**
- 10. MASK GENERATION**

# **CREATION OF AN LSI CIRCUIT**

<b>11. WAFER PROCESSING</b>	<b>WAFER FAB</b>
<b>12. PARAMETER TEST</b>	
<b>13. PROBE TEST</b>	<b>WAFER TEST</b>
<b>14. SAW AND BREAK</b>	<b>ASSEMBLY</b>
<b>15. LEAD BONDING</b>	
<b>16. FINAL TEST</b>	<b>TEST AREA</b>
<b>17. QA AND SHIP</b>	



**PHOTOLITHOGRAPHIC PROCESS**

# **COMMODORE VERTICAL INTEGRATION**

**SALES**

**SYSTEM MANUFACTURING**

**DISPLAYS**

**ENCLOSURES**

**SYSTEM DESIGN**

**PROCESS ENGINEERING**

**PRODUCT ENGINEERING**

**INTEGRATED CIRCUIT DESIGN**

# **ADVANTAGES OF VERTICAL INTEGRATION**

**1. DESIGN INTERACTION, CREATIVE INTERFACE**

**2. EYE ON THE MARKETPLACE**

**3. ECONOMIES OF SCALE**

**systems**

**integrated circuits**

**4. FAST PRODUCT TURN-AROUND**

**5. SHARED RESOURCES AND EXPERTISE**

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don greenbaum**